Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1   (currently amended):   A method ~~for operating a bonus round of a gaming device, said method~~ comprising ~~the steps of~~:

(a)   receiving a wager for a game;

(b)   determining a reserve outcome during the game;

(c)   designating at least one reserved input as a result of an occurrence of the reserve outcome, wherein the designated reserved input is usable in a bonus round;

(d)   determining a bonus triggering event during the game;

(a~~e~~)   beginning the bonus round after the bonus triggering event is determined;

(b~~f~~)   enabling a previewing of ~~at least some, and more than one,~~ a plurality of possible bonus outcomes available in the bonus round;

(e~~g~~)   masking the ~~at least some, and more than one,~~ previewed possible bonus outcomes behind a group of selections, wherein at least one of the selections is associated with an end-bonus condition;

(d~~h~~)   rearranging at least some of the selections together with the bonus outcomes masked by said selections, the rearrangement occurring after said bonus outcomes are masked;

(e~~i~~)   enabling a picking of at least one of the selections from the group of selections;

(f~~j~~)   unmasking the bonus outcome masked by the picked selection;

(g~~k~~)   repeating at least steps (e~~i~~) and (f~~j~~) for a subsequent pick of one or more of the selections during the bonus round,

(l)   repeating at least step (k) until the end-bonus condition is satisfied by a picking of the at least one selection associated with the end-bonus condition ~~is picked~~; and

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    (m)   if any designated reserved input is received, overriding the end-bonus bonus condition by repeating at least step (k);

    (n)   if no reserved input is designated, ending the bonus round after the selection associated with the end-bonus condition is picked; and

    (o)   (h)   providing a player with an award based on the one or more unmasked bonus outcomes which are associated with the selections picked by the player.;

Claim 2 (previously presented): The method of claim 1 wherein the provision of the award includes an end-bonus event.

Claim 3 (currently amended): The method of claim 1 wherein the at least one of the possible some bonus outcomes is are selected from the group consisting of an end bonus events, a multipliers, a free-spins, an identified physical prizes and a value awards.

Claim 4 (currently amended): The method of claim 1 wherein the bonus round ends when after all of the selections in the group have been picked. player selections are exhausted.

Claim 5 (currently amended): The method of claim 1 wherein the bonus round ends afterwhen: (a) at least two of the player selections match; or (b) at least two of the unmasked bonus outcomes match.

Claim 6 (previously presented): The method of claim 1 which includes revealing an end-bonus indicator after the selection associated with the end-bonus condition is picked.

Claim 7 (currently amended): A gaming machine comprising:

a display device;

a memory device; and

a processor operatively coupled to the display device and the memory device, the processor being programmed to:

    (a)   for controlling a game play in a basic mode and a bonus mode, the processor

    (b)   operateing in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including:

        (i)   a reserve outcome, the processor designating at least one reserve input as a result of an occurrence of the reserve outcome; and

        (ii)   a start-bonus outcome, the a selection of which the start-bonus outcome causinges the processor to shift operation from the basic mode to the bonus mode,

    (c)   the processor operating to set-up a operate in the bonus mode game according to the method of claim 1 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome. ;

    (d)   enabling a previewing of a plurality of the bonus game outcomes available in the bonus mode;

    (e)   masking the previewed bonus outcomes behind a group of selections, wherein at least one of the selections is associated with an end-bonus condition;

    (f)   rearranging a plurality of the selections together with the bonus game outcomes masked by said selections, the rearrangement occurring after said bonus game outcomes are masked;

    (g)   enabling a picking of at least one of the selections from the group of selections;

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   (h)   unmasking the bonus game outcome masked by the at least one
          picked selection;
   (i)   repeating at least steps (g) and (h) for a subsequent pick of at least
          one more of the selections during the bonus mode;
   (j)   repeating at least step (i) until the end-bonus condition is satisfied
          by a picking of the at least one selection associated with the end-
          bonus condition;
   (k)   if any designated reserved input is received, overriding the end-
          bonus condition by repeating at least step (i);
   (l)   if no reserved input is designated, ending the bonus round after the
          selection associated with the end-bonus condition is picked; and
   (m)   providing an award based on any of the value-associated outcomes
          which are associated with any of the selections picked.

Claim 8 (currently amended): A ~~The~~ gaming machine of claim 7, wherein the bonus game ends after at least one pair of selectable bonus outcomes match. ~~comprising:~~

~~a processor for controlling game play in a basic mode and a bonus mode,~~

~~the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,~~

~~the processor operating to set-up a bonus game according to the method of claim 2 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.~~

Claim 9 (currently amended): A ~~The~~ gaming machine of claim 7, wherein the selectable bonus outcomes include a plurality of value-associated outcomes and one or more end-bonus outcomes, a selection of one of the end-bonus outcomes causing the processor to shift operation from the bonus mode to the basic mode, the end-bonus outcomes being distinct from the value-associated outcomes, said selection of said end-bonus outcome ending the bonus game. ~~comprising:~~

~~a processor for controlling game play in a basic mode and a bonus mode,~~

~~the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,~~

~~the processor operating to set-up a bonus game according to the method of claim 3 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.~~

Claim 10 (currently amended): A~~The~~ gaming machine of claim 7, wherein the bonus game ends after a player has replaced at least one selected bonus outcome. ~~comprising:~~

~~a processor for controlling game play in a basic mode and a bonus mode;~~

~~the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,~~

~~the processor operating to set up a bonus game according to the method of claim 4 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.~~

Claim 11 (currently amended): A~~The~~ gaming machine of claim 7, which includes a basic game associated with the basic mode, the basic game comprising a slot game having a spinning reel display showing a number of symbols on one or more reels, the possible basic game outcomes defining various possible combinations of said symbols on said reels, one of the combinations defining a start-bonus outcome, the occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

~~comprising:~~

~~a processor for controlling game play in a basic mode and a bonus mode;~~

~~the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,~~

~~the processor operating to set up a bonus game according to the method of claim 5 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.~~

Claim 12 (currently amended): A~~The~~ gaming machine of claim 11, wherein the start-bonus outcome includes a display of a designated start-bonus game symbol on one or more of the reels. ~~comprising:~~

~~a processor for controlling game play in a basic mode and a bonus mode;~~

~~the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome the selection of which causes the processor to shift operation from the basic mode to the bonus mode,~~
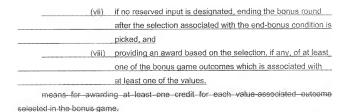
~~the processor operating to set-up a bonus game according to the method of claim 6 by providing a plurality of player-selectable bonus game outcomes, the bonus game outcomes including at least one value-associated outcome.~~

Claim 13 (currently amended): A gaming machine comprising:

a plurality of computer-readable instructions; and

a processor operable to for controlling a game play of at least one game in a basic mode and a bonus mode, the processor operable to:

    (a)   execute a plurality of the computer- readable instructions to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome and a reserve outcome, the selection an occurrence of the start-bonus outcome which causinges the processor to shift operation from the basic mode to the bonus mode, the processor designating at least one reserved input as a result of an occurrence of the reserve outcome, and

    (b)   execute a plurality of the computer-readable instructions to operate a the bonus modegame by:

        (i)   defining a plurality of player-selectable bonus game outcomes, at least one of the bonus game outcomes being associated with an end-bonus condition,

        (ii)   indicating the bonus game outcomes to a player, a plurality of the indicated bonus outcomes being associated with a plurality of valuesincluding a plurality of value-associated outcomes,

        (iii)   masking the indicated bonus game outcomes, and

        (iv)   rearranging a location of the masked bonus game outcomes, after masking the bonus outcomes;

        (v)   enabling a player to select means for selecting in the bonus mode, under player control, one or more of the bonus game outcomes until the bonus game outcome associated with the end-bonus condition is selected,; and

        (vi)   if any designated reserved input is received, overriding the end-bonus bonus condition by repeating at least step (v),

     (vii) if no reserved input is designated, ending the bonus round
        after the selection associated with the end-bonus condition is
        picked, and
     (viii) providing an award based on the selection, if any, of at least
        one of the bonus game outcomes which is associated with
        at least one of the values.

~~means for awarding at least one credit for each value-associated outcome selected in the bonus game.~~

Claim 14 (currently amended): The gaming machine of claim 13 wherein the player selectable bonus outcomes include a plurality of value-associated outcomes and ~~one or more~~ a plurality of bonus game outcomes which are associated with a plurality of end-bonus conditions~~outcomes~~, the selection of one of ~~the~~ said ~~end-~~bonus game outcomes causing the processor to shift operation from the bonus mode to the basic mode, ~~said~~the ~~end-~~ bonus game outcomes being distinct from the value-associated outcomes. ~~, and selection of an end-bonus outcome ends the bonus game.~~

Claim 15 (currently amended): The gaming machine of claim 13 which includes a bonus end condition associated with ~~wherein the bonus outcome ends when~~ a match of at least one pair of player selected bonus game outcomes~~match~~.

Claim 16 (currently amended): The gaming machine of claim 13 which includes a bonus end condition associated with a replacement of ~~wherein the bonus game ends after a player has replaced~~ at least one player selected bonus game outcome.

Claim 17 (currently amended): The gaming machine of claim 13 further comprising a display, the display being operable, in response to instructions from the processor, to mask the bonus game outcomes upon set-up of the bonus mode~~game~~ and reveal the selected bonus game outcomes during play of the bonus mode~~game~~.

Claim 18 (currently amended): The gaming machine of claim 13 further comprising a display, the display being operable, in response to instructions from the processor, to reveal each of the bonus game outcomes in response to the selection of the bonus game outcome associated with the an-end-bonus conditionoutcome.

Claim 19 (canceled).

Claim 20 (currently amended): The gaming machine of claim 13 wherein the basic modegame comprises a slot machine having a spinning reel display for showing a number of symbols on one or more reels, the possible basic game outcomes defining various possible combinations of said symbols on said reels, one of the combinations defining a the start-bonus outcome, anthe occurrence of which causes the processor to shift operation from the basic mode to the bonus mode.

Claim 21 (currently amended): The gaming machine of claim 20 wherein the start-bonus outcome is characterized by the a display of a designated start-bonus game symbol on one or more of the reels.

Claim 22 (currently amended): The gaming machine of claim 13 further including means for awarding credits in response to the selection of an the bonus game outcome associated with the end-bonus conditionoutcome in the bonus game.

Claim 23 (currently amended): The gaming machine of claim 2213 wherein the means for awarding credits is operable to award credits equal to at least the a sum of the values associated with the selected bonus game value-associated-outcomes, selected in the bonus game.

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Claim 24 (currently amended): A method ~~of operating a gaming machine under control of a processor operable in a basic mode and a bonus mode, the method~~ comprising ~~the steps of~~:

providing an opportunity to play a game operable upon a wager, the game being operable to have a basic mode and a bonus mode;

selecting under control of ~~the~~ a processor in said basic mode, a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-bonus outcome and a reserve outcome, the processor designating at least one reserved input as a result of an occurrence of the reserve outcome;

shifting operation of the processor from the basic mode to the bonus mode in response to a ~~the~~ selection of the start-bonus outcome, otherwise, continuing operation ~~of the processor~~ in the basic mode;

setting up, under control of the processor, a ~~the~~ bonus mode ~~game~~ by defining a plurality of bonus game outcomes, wherein at least one of the bonus game outcomes is associated with an end-bonus condition;

indicating the bonus mode outcomes;

masking the bonus game outcomes, the bonus game outcomes corresponding to a plurality of value-associated outcomes;

rearranging a location of the bonus game outcomes after masking the bonus game outcomes;

enabling selection, under player control, of one or more of the bonus game outcomes during the play of the game in the bonus mode;

~~until the bonus game outcome associated with the end-bonus condition is selected;~~

removing the masking of each one of the selected bonus- game outcomes; and

enabling a player to provide any reserved input which has been designated by the processor;

if the player provides the designated reserved input, overriding the end-bonus bonus condition by repeating the enabling selection step at least once;

if no reserved input is designated, ending the bonus round after the selection associated with the end-bonus condition is picked; and

awarding at least one credit for each value-associated outcome which corresponds to one of the selected bonus game outcomes.

Claim 25 (currently amended): The method of claim 24 wherein the bonus game outcomes ~~correspond to~~ include a ~~plurality of value-associated outcomes and one or more~~ a plurality of bonus game outcomes which are associated with a plurality of end-bonus ~~conditions~~outcomes, said ~~the~~ end-bonus game outcomes being distinct from the plurality of value-associated outcomes.

Claim 26 (currently amended): A gaming ~~system~~ emachine controlled by a processor in response to a wager, the gaming machine comprising:

a display device;

a memory device;

at least one input device; and

at least one processor operatively coupled to the display device, the memory device and the input device, the processor being programmed to:

(a)   receive a wager for a primary game;

(b)   start the primary game;

(c)   determine an occurrence of a reserve outcome during the primary game;

(d)   designate a reserved input as a result of the occurrence of the reserve outcome;

(e)   determine an occurrence of a bonus start outcome during the primary game;

(f)   start a bonus game;

(g)   cause the display device to indicate a plurality of bonus outcomes, the bonus outcomes including at least one value and at least one bonus end condition;

(h)   cause the display device to display a plurality of symbols so that each one of the symbols is movable in association with one of the bonus outcomes;

(i)   cause the display device to display a masking of the indicated bonus outcomes;

(j)   cause the display device to display a rearrangement of a plurality of the symbols;

(k)   enable a picking of one or more of the symbols until the bonus outcome associated with the bonus end condition occurs;

(l)   if any designated reserved input is received, override the end bonus condition after the symbol associated with the end bonus condition is picked;

(m)   if no reserved input is designated, end the bonus game after the symbol associated with the end bonus condition is picked; and

(n)   provide an award based on the value, if any, which is associated with any of the picked symbols.

a visual display and a game of chance displayed on the visual display, the game of chance including an assemblage of player-selectable outcomes on the visual display, the assemblage of player-selectable outcomes including a plurality of bonus outcomes, at least one of the bonus outcomes being associated with an end-bonus condition, each one of the bonus outcomes being indicated, then masked and then rearranged before enabling player selection of the masked outcomes, the masked outcomes being sequentially selectable until the bonus outcomes associated with the end-bonus condition is selected, the bonus outcomes generating a respective payoff in response to being selected by a player and then unmasked, the game of chance ending and awards being resolved.

Claim 27 (currently amended): The gaming systemmachine of claim 26, wherein the memory device stores at least one instruction executable by the processor to automatically repeat steps (h) through (l) until step (m) occurs. wherein the player selectable outcomes include at least a plurality of value-associated bonus outcomes and at least one end-bonus outcome, said end-bonus outcome being distinct from said plurality of value-associated bonus outcomes.

Claim 28   (currently amended):   The gaming systemmachine of claim 426, wherein each of said player-selectable outcomes symbols is displayed, then masked prior to being selected by athe player and is then revealed in response to being selected by the player.

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